

INCLUDES A FREE MAGIC: THE GATHERING CARD

ACCLAIM COMICS, INC.  
**A**  
**ARMADA**  
AUG NO. 2  
\$2.50/3.45 CAN

GÓMEZ  
KAYANAN  
RAMOS

# ICE AGE

On The  
World of

# MAGIC

The Gathering™



DIRECT SALES



7 16892 87253 2



# REDISCOVERED TREASURES



A timeless collection of  
**Magic: The Gathering™** cards  
summoned from previously  
released limited expansion sets.

Available summer 1995.



12-CARD BOOSTER PACK \$2.00 • UNLIMITED EDITION

Chronicles and Magic: The Gathering are trademarks of Wizards of the Coast, Inc.  
Wizards of the Coast is a registered trademark.





# THE FROZEN DEAD

The world is called DOMINARIA. The land--TERISIARE. It has been nearly 500 years since the fall of the GLACIER KINGDOM...

...And though the ICE AGE continues, the world has WARMED enough for HEROES to make their return.

The city is KJELDOR, named for the descendants of the Shaman, ORIEL KJELDOR. Its marble spires are an ode to the MAGES and KINGS who gave their lives, so that life might continue...even in the cold.

But even a city as GREAT as Kjeldor can possess wounded KNIGHTS ...and sworn ENEMIES...

Writer-Jeff Gómez  
Penciller-Rafael Kayanan  
Inker-Rodney Ramos  
Painted Color-Eric Hope  
Letterer-Adam Niedzwiedzki  
Story Assist-Jeffrey Vita  
Editor-in-Chief-Bob Layton

Painted Cover by Charles Vess



The HIGH PALACE,  
home to the royal  
family KJELD.

PRINCE DARIAN--  
A SILVER ERNE!  
HOW CAN A BIRD SO  
FANTASTIC BE TAMED  
ENOUGH TO BEAR  
MESSAGES?

THE STAFF OF  
ICE LORDS ATOP  
THE PALACE PREVENTS  
THE CREATURE FROM  
TOUCHING THE  
BATTLEMENT.

HIS HIGHNESS  
MUST GRANT IT  
PERMISSION TO  
LAND.

SO  
BE  
IT.

COME, NOBLE BIRD. RELEASE  
YOUR BURDEN TO ME. NO HARM  
WILL COME TO YOU HERE.

REMARKABLE!  
IT IS A PLEA FOR HELP  
FROM ONE OF THE  
NOMAD TRIBES, FAR  
TO THE WEST.

THEY ARE DYING--  
BESIEGED BY SOME  
SORT OF EVIL  
FORCE.

THOUGH WE ARE  
NOT TRULY ALLIES,  
I WON'T ALLOW THESE  
PEOPLE TO BE  
SLAUGHTERED.  
GUARDS--

--GO TO  
SIR ZARAYA.  
TELL HER TO  
ASSEMBLE A BAND  
OF OUR FINEST  
KNIGHTS. THEY  
WILL MAKE FOR  
BALDUIA  
AT DAWN.

YES, MY  
PRINCE!

FEAR NOT,  
BEAUTIFUL ERNE.  
FLY BACK TO  
YOUR KEEPERS--

"...AND TELL THEM THE  
INVINCIBLE ORDER  
OF THE KNIGHTS OF  
KJELDOR IS ON ITS WAY."



That evening, a vision of beauty and pain darkens the doorway at the home of LORD KAILO.

PACK YOUR GEAR AND YOUR RATIONS, KAILO. I'VE CHOSEN **YOU** TO JOIN MYSELF, THE **SHAMAN BOLAR**, AND FOUR OTHERS ON A MISSION TOMORROW.

YOU'RE THE BEST **TRACKER** IN THE ORDER, AND WE'RE GOING TO HAVE NEED OF YOUR SKILLS WHERE WE'RE GOING.



GO TO HELL, ZARAYA!

YOU HAVE A LOT OF **NERVE** COMING TO ME FOR AID--

--BUT THEN AGAIN, THEY ALL SAY THAT **ICE** RUNS THROUGH YOUR **VEINS**.

HAS FOUR YEARS' TIME BEEN LONG ENOUGH TO FORGET **SEVERIN** ON THAT **ICE BRIDGE**? OR THE **COMMAND** YOU GAVE THAT COST HIM HIS LIFE?



LEST YOU **FORGET**, KAILO--WE ARE NO LONGER **LOVERS**.

I AM YOUR **SUPERIOR OFFICER**, AND YOUR SKILLS ARE REQUIRED. YOU WILL JOIN ME IN THE SERVICE OF OUR PRINCE AT DAWN.


THAT'S AN **ORDER**.

EVER THE **STALWART LEADER**, EH ZARAYA?

VERY WELL--I GRANT YOU A GREAT, **BIG YES SIR!**







Hours before dawn,  
over the *SWAMPS*  
of Balduvia.

DELICIOUS!

A FINAL  
DRAUGHT OF LIFE  
BEFORE MY DARK  
LITTLE RITUAL.

THE MESSAGE THIS  
CREATURE CARRIED BORE  
THE *SEAL* OF  
KJELDOR'S PRINCE.

GOOD...





ONE MUST BE OF PURE MIND  
AND HEART TO VANQUISH THE  
WARLOCK'S EVIL MASTER!

"Magical pick-ups and ancestral  
spells unleash chaotic fury!"



DEFEAT THE UNDEAD  
AND YE SHALL BE ALLOWED  
TO PASS!



BEWARE DEMONS  
DEEP WITHIN  
THE DUNGEON'S  
BOWELS!

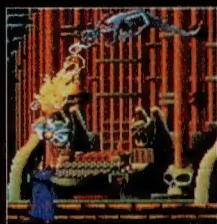


SURVIVAL  
DEPENDS ON  
MASTERING  
MANY SPELLS!

"Part strategy,  
part action! Warlock  
conjugates an unbeat-  
able spell!!!"



ENTER THE ARENA AND DO BATTLE  
AS A FIERCE MINOTAUR!



HAUNTING MELODIES  
STIR UNHOLY  
APPARITIONS!

"Bored of just playing  
roles... Warlock delivers  
horrific  
action!"



AVOID THE WINGED DRAGON'S  
FIERY BREATH!

# WARLOCK™

BEWARE THE ULTIMATE EVIL!

BASED ON  
THE HIT MOVIE!

The once in a millennium  
confrontation  
is upon you!  
Using the powerful spells and  
potions entrusted to you by your  
Druid ancestors, battle gar-  
goyles, the Undead, fire-  
breathing dragons...and if you survive, the all-  
powerful Warlock! Combining strategy, intuition,  
and sorcery, you must be the first to locate six ancient  
runestones-and save all creation from unraveling!  
Afraid? He already knows that.



The evil unfolds...(516) 624-9300



GENESIS™



Please get permission from whoever pays the phone bill before calling the above number.

Warlock™ Developed by Realtime Associates for Trimark Interactive © 1994 Trimark Interactive. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All rights reserved.

**BATMAN FOREVER™ THE VIDEO GAME**  
**SEPTEMBER '95**

TM & © 1994, Warner Bros. BATMAN and all related elements are property of DC Comics TM & © 1994. All Rights Reserved.



...I SHALL PREPARE  
A WARM WELCOME FOR  
"SIR LIM-DUL'S"  
FORMER COMRADES-  
AT-ARMS!


And from the frozen  
swamp, the undead  
LEGIONS of LIM-DUL  
rise...

FOUL  
FAMILIARS.

GANGRENOUS  
ZOMBIES.







SKELETONS  
of MORE!

ASHEN  
GHOULS.

Even the DEMON  
LESHRAC'S Hordes  
break free of the  
muck and slime.

Soon they will kneel  
before HIM-DUL...and  
start their HUNT  
for HUMAN FLESH!





I'M GOING  
AHEAD TO CHECK  
OVER THE RISE.



SUCH BILE AND VENOM.  
IS *THIS* WHAT AWAITS US  
ALL, AFTER DECADES OF  
HARD ADVENTURE?  
SEVERED LIMBS AND  
BLIND EYES? AGED  
BEFORE OUR TIME?



I DON'T KNOW,  
GREGOR. I'M  
NOT LIKE  
ZARAYA--AND I  
CERTAINLY DON'T  
WANT TO  
BECOME LIKE  
KAILO.



SOMETIMES  
I WONDER ABOUT  
MY PLACE IN  
THE ORDER.



YOU MAKE ME  
LAUGH, ONALA!  
YOU ARE A  
KJELD-- OF THE  
ROYAL FAMILY  
OF KJELDOR!

YOU WERE BORN TO  
ENJOY THE KNIGHTHOOD!  
A WEEK IN THE PALACE,  
AND YOU'D BE CLIMB-  
ING THE WALLS!



WRoooooooooooo

THE SOUND  
IS SICKLY.



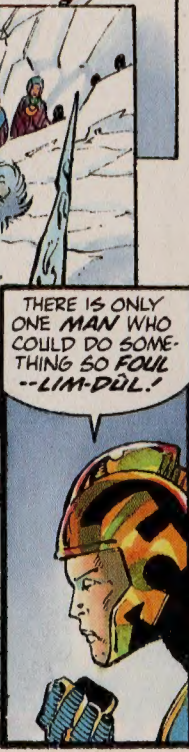
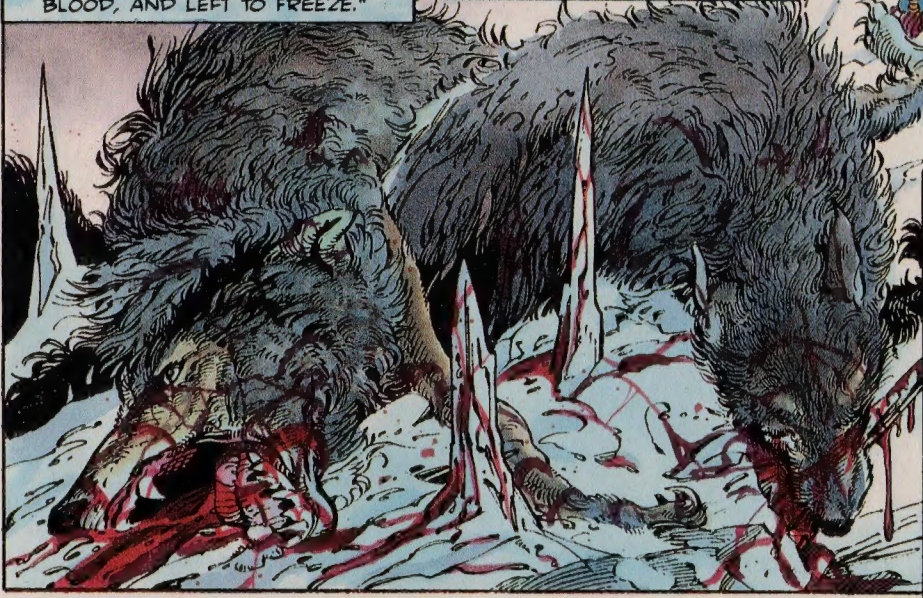
ONALA, GREGOR--SET  
CAMP HERE. THE REST OF  
YOU, AFTER ME.



The party soon catches  
up with KAILO. There,  
they are filled with IN-  
COMPREHENSION and  
DISGUST at what  
they find.

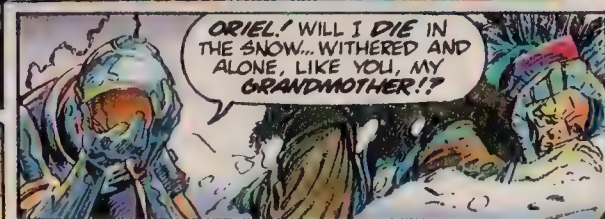
"GUARD WOLVES OF THE NOMADS,"  
explains Kailo. "VICTIMS OF AN OUT-  
LAWED TRAP KNIVES PLANTED INTO  
THE GROUND, HILT-SIDE-DOWN, ARE  
COATED WITH WATER AND DEER'S  
BLOOD, AND LEFT TO FREEZE."

"THE WOLVES LICK THE ICE 'TIL  
IT MELTS, THEN *SPLIT THEIR  
TONGUES* ON THE BLADES.  
FRANTICALLY, THEY KEEP LICKING...  
UNTIL THEY *BLEED* TO DEATH."



THERE IS ONLY  
ONE MAN WHO  
COULD DO SOME-  
THING SO FOUL  
--LIM-DUL!





AAAAHH!  
RRRIIP!  
KERRAK!





The next morning, at the abandoned encampment of the Balduvian nomads.

IT'S BEEN *HOURS*, ZARAYA, AND WE HAVEN'T HEARD A SINGLE WORD OF *SOLACE* OR *REGRET* FROM YOUR LIPS.

YOU'VE LOST *ANOTHER ONE*, COMMANDER. HAVE YOU NOTHING TO SAY? OR DOES GREGOR'S LIFE EVEN *MATTER* TO ONE SUCH AS YOU?

ENOUGH, KAILO!

OF COURSE I *FEEL* FOR GREGOR. BUT A *TERRIFIC* EVIL IS AFOOT.

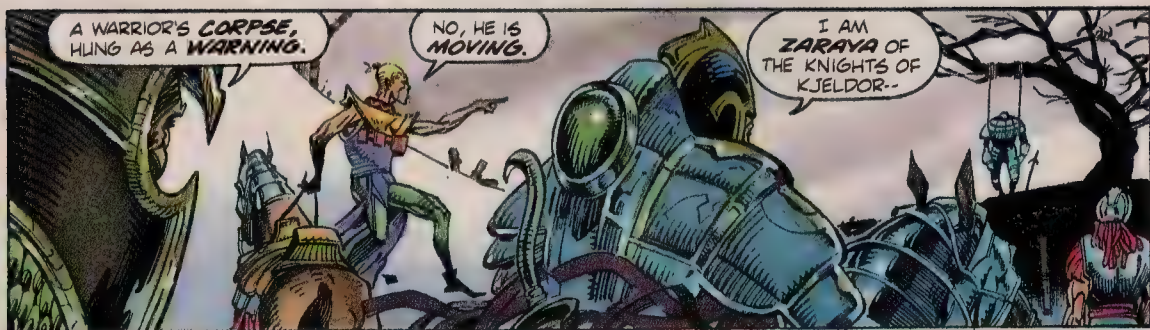
BEFORE WE CAN *MOURN*, LIM-DUL MUST BE *ROOTED OUT* AND *DESTROYED*.

I WONDER, KAILO, IS IT MY *LEADERSHIP* YOU *CRITICIZE*...OR MY *WOMANHOOD*?

SIR ZARAYA-- I'VE *FOUND* SOMETHING!







A WARRIOR'S **CORPSE**,  
HUNG AS A **WARNING**.

NO, HE IS  
**MOVING**.

I AM  
**ZARAYA** OF  
THE KNIGHTS OF  
KJELDOR--

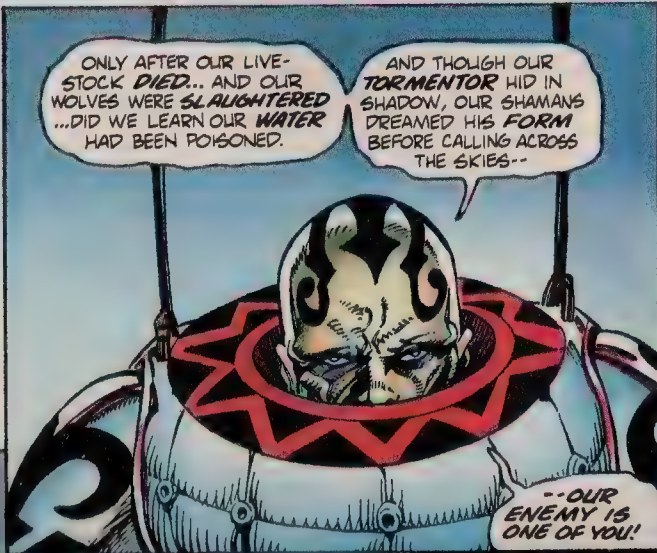


--GRACE US  
WITH YOUR  
**NAME**. TELL  
US WHAT  
HAPPENED.



I AM **SAMIK'S**  
OF THE  
**MARKED ONES**.

ERE OUR  
**MOONS** LAST  
CIRCLED, MY PEOPLE  
FELL **SICK**. OUR  
**BODIES** WITHERED..  
OUR **MINDS** FADED.



ONLY AFTER OUR LIVE-  
STOCK **DIED**... AND OUR  
WOLVES WERE **SLAUGHTERED**  
...DID WE LEARN OUR **WATER**  
HAD BEEN POISONED.

AND THOUGH OUR  
**TORMENTOR** HID IN  
SHADOW, OUR SHAMANS  
DREAMED HIS **FORM**  
BEFORE CALLING ACROSS  
THE SKIES--

--OUR  
**ENEMY** IS  
ONE OF YOU!



SAMIK'S, THIS  
**DECANTER** CONTAINS  
A SALVE THAT CAN UN-  
DO **LIM-DUL'S**  
DAMAGE.

TELL US WHERE  
YOUR PEOPLE HAVE  
**GONE**, AND WE CAN  
MAKE **AMENDS** FOR  
THE CRIMES OF  
OUR **FORMER**  
COMRADE.

SPEAK  
THE **COMMON**  
**TONGUE**,  
BOLAR!

HERE'S A **MAN**  
WHO **WON'T** FALL  
TO HIS KNEES--EVEN  
AT THE HEM OF  
**DEATH'S** FROCK!

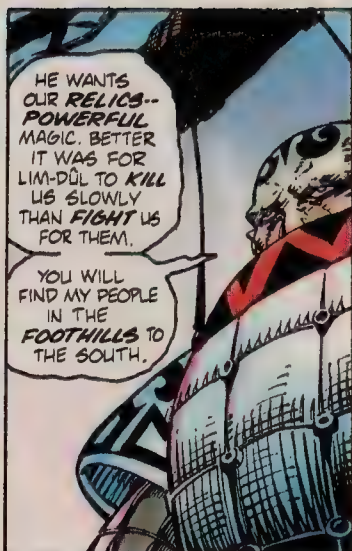
I LIKE  
HIM!





I DON'T UNDERSTAND WHAT WOULD LIM-DUL WANT WITH THESE PEOPLE?

IT SEEMS SAMIK'S HAS AN ANSWER.



HE WANTS OUR RELICS-- POWERFUL MAGIC. BETTER IT WAS FOR LIM-DUL TO KILL US SLOWLY THAN FIGHT US FOR THEM.

YOU WILL FIND MY PEOPLE IN THE FOOTHILLS TO THE SOUTH.



TAKE THIS-- IT HOLDS DARK SORCERY AT BAY.

I'LL NEED IT NO LONGER.



REMARKABLE!

XIAN, CAN YOU TELL US WHAT THIS IS?



SIR! A NOVA PENTACLE! I'VE ONLY SEEN ITS LIKE IN THE PAGES OF ANCIENT TOMES.

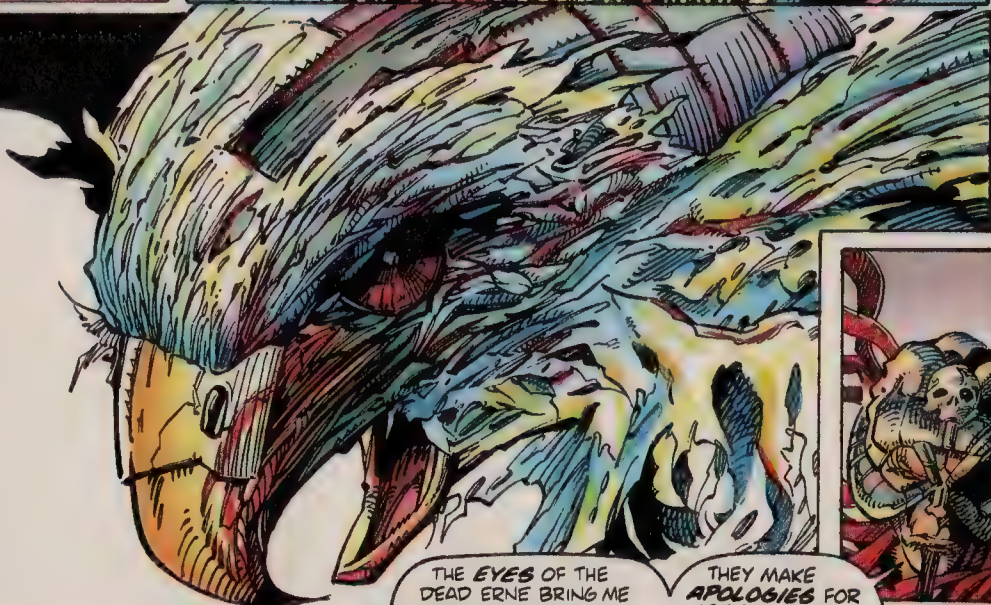
ITS POWER AND MEANING ARE UNTOLD.



THE WARRIOR DIES FULFILLING HIS DUTIES.

A NOBLE GIFT FROM A MAN WHO'S PASSED.

YOU WILL BE IMMORTALIZED IN SONG!



THE EYES OF THE DEAD ERNE BRING ME SECOND SIGHT, MY LORD--OUR ENEMIES WIELD GREATER WEAPONS.

THEY MAKE APOLOGIES FOR ME! I CANNOT HAVE THAT! MAKE ME DIFFERENT, O LESHIRAC--







--CHANGE ME!



END YOUR QUARREL WITH THE MORTALS, LIM-DŪL...



...GREATER TASKS ARE AT HAND.



FAIL TONIGHT, AND THE SECRET OF THE SHARD WILL BE REVEALED TO ME ALONE.

I WILL NOT FAIL.





**SPECIAL PREVIEW**

# THE CITY KNIGHTS



**From The Creative Team That  
Brought You The Hit  
MAGIC: THE GATHERING™  
Miniseries**

**AVAILABLE IN JUNE FROM ACCLAIM COMICS**





HE  
THREATENS  
TO PUT  
YOUR  
MOTHER'S  
HEAD  
THROUGH  
A WALL...



...BUT SHE  
WON'T LET YOU  
TOUCH HIM.



THOUGH IT'S  
NINETY DEGREES,  
YOU WEAR YOUR  
LEATHER JACKET  
LIKE ARMOR.



BUT IT CAN'T  
PROTECT  
YOU FROM  
THE NOISE.



IT WHISPERS  
FROM THE  
SHADOWS  
DEEP INSIDE  
YOUR HEAD.



CALLING  
YOU--



--LIKE  
THE  
LONELY  
DIESEL  
THRUM...



...OF  
INDUSTRIAL  
MACHINES.



IT POUNDS IN  
YOUR TEMPLES--  
RUSHES THROUGH  
YOUR VEINS...



SOME-  
TIMES IT'S  
CONFUSING.

...AND YOU CAN'T  
TELL WHETHER YOU'RE  
IN DANGER==

--OR JUST REALLY  
TURNED ON.



YOU FEEL HER BREATH-  
HOT ON YOUR LIPS.

THEN YOU HEAR IT  
OVER THE CREAK OF  
YOUR LEATHER.

ITS LUNGS  
RATTLE,  
EXHALING  
A RANK  
PERFUME.

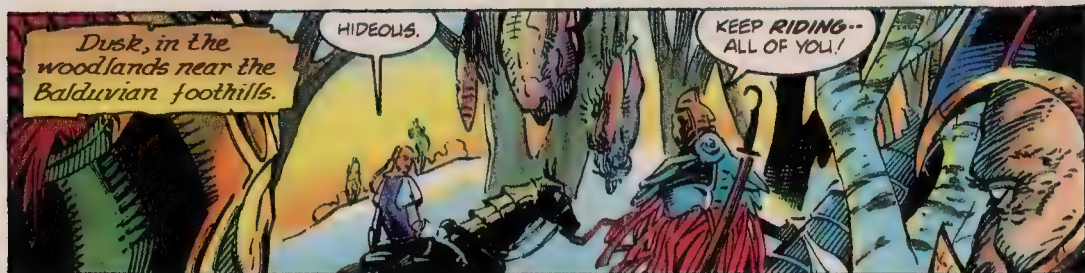
FUNNY...YOU  
REALIZE  
SHE'S PROBABLY  
BETRAYED  
YOU.

BUT ON THE OFF-CHANCE  
SHE'S INNOCENT, YOU  
CLUTCH THE CARD--

--FOCUS, THE WAY  
SPIRO TRAINED YOU...

...AND DEFEND  
HER WITH  
YOUR LIFE.

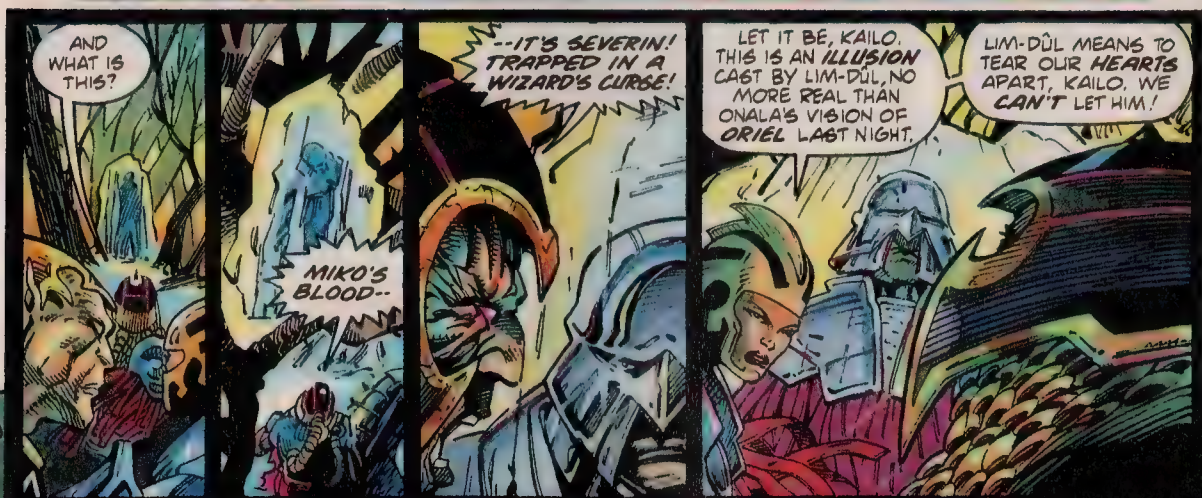




Dusk, in the woodlands near the Baldurian foothills.

HIDEOUS.

KEEP RIDING-- ALL OF YOU!



AND WHAT IS THIS?

MIKO'S BLOOD--

--IT'S SEVERIN! TRAPPED IN A WIZARD'S CURSE!

LET IT BE, KAILO. THIS IS AN ILLUSION CAST BY LIM-DUL, NO MORE REAL THAN ONALA'S VISION OF ORIEL LAST NIGHT.

LIM-DUL MEANS TO TEAR OUR HEARTS APART, KAILO. WE CAN'T LET HIM!



AGAIN, YOU WOULD HAVE ME IGNORE OUR ONLY SON?!

HOW DID I EVER COME TO LOVE YOU, ZARAYA?

WHAT GOOD ARE RIBBONS AND ARMOR, WHEN THEY SHIELD A HEART-LESS BREAST?

I'VE LOST AN ARM AND AN EYE--BUT YOU MADE SEVERIN GO LAST ON THAT BRIDGE OF ICE-- YOU *KILLED* MY BOY.

ILLUSION OR NO, WOMAN-- I WILL HATE YOU FOREVER.



At that moment,  
bursting from the  
depths of the woods--

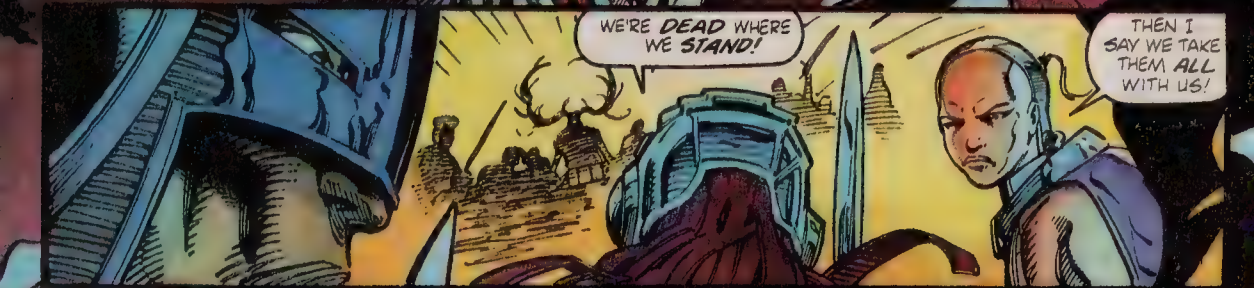
PAWNS  
OF KJELDOS,  
HOLD STILL--

--AND THE  
PAIN WILL  
BE BRIEF.



WE'RE DEAD WHERE  
WE STAND!

THEN I  
SAY WE TAKE  
THEM ALL  
WITH US!





# MAGIC

The Gatherings™

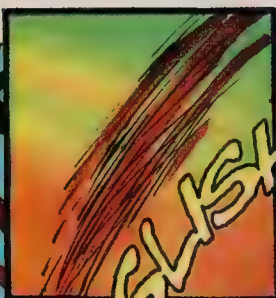
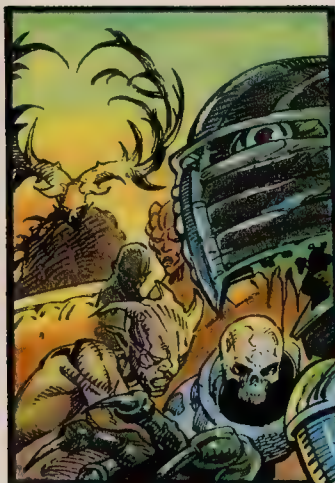
## THE SHADOW MAGE #3



VALIANT

**BIRTH-QUAKE!**  
**AFTERSHOCKS!**





LIM-DÛL!  
WHATEVER WE  
DID TO MAKE  
YOU HATE US--

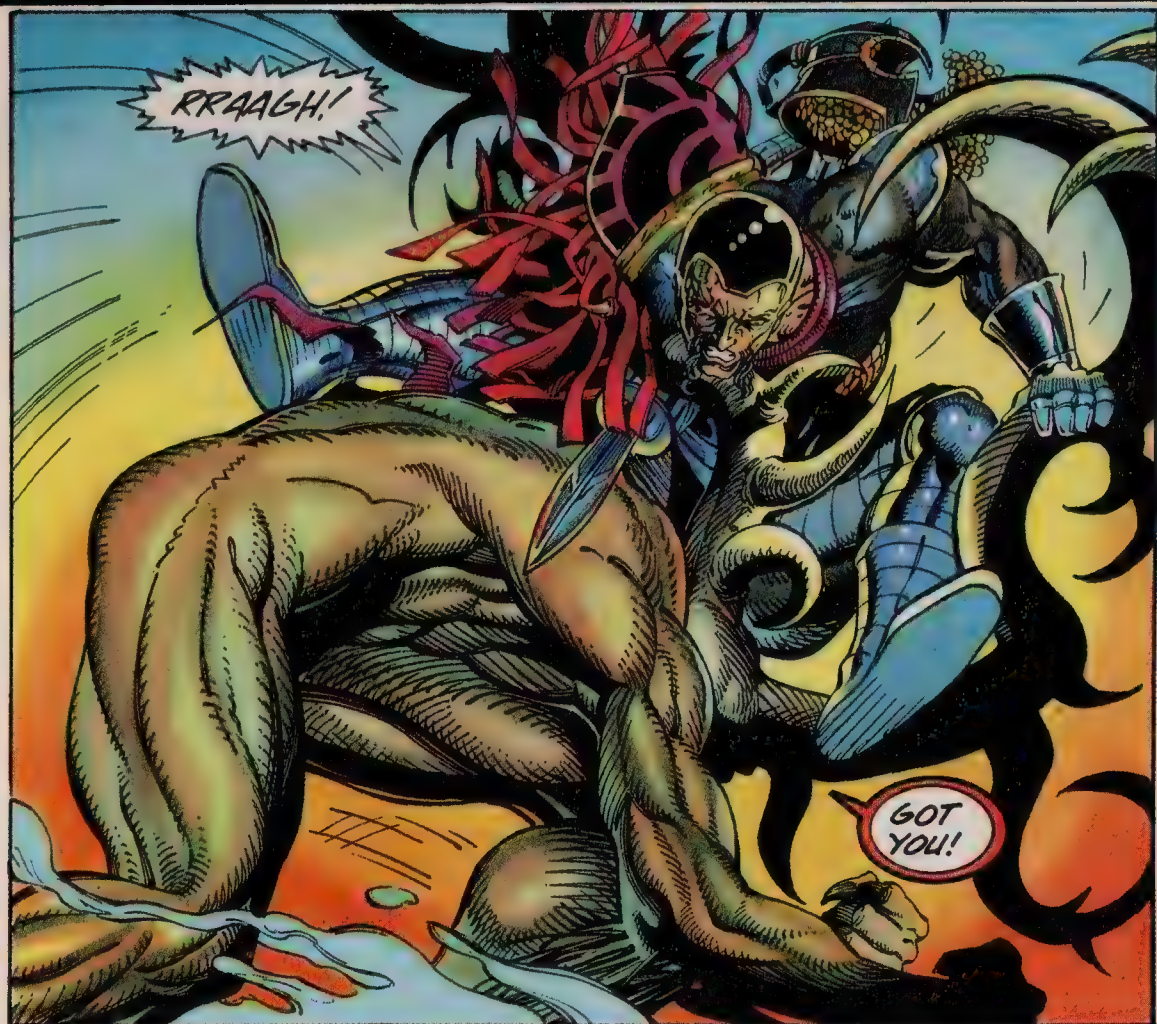
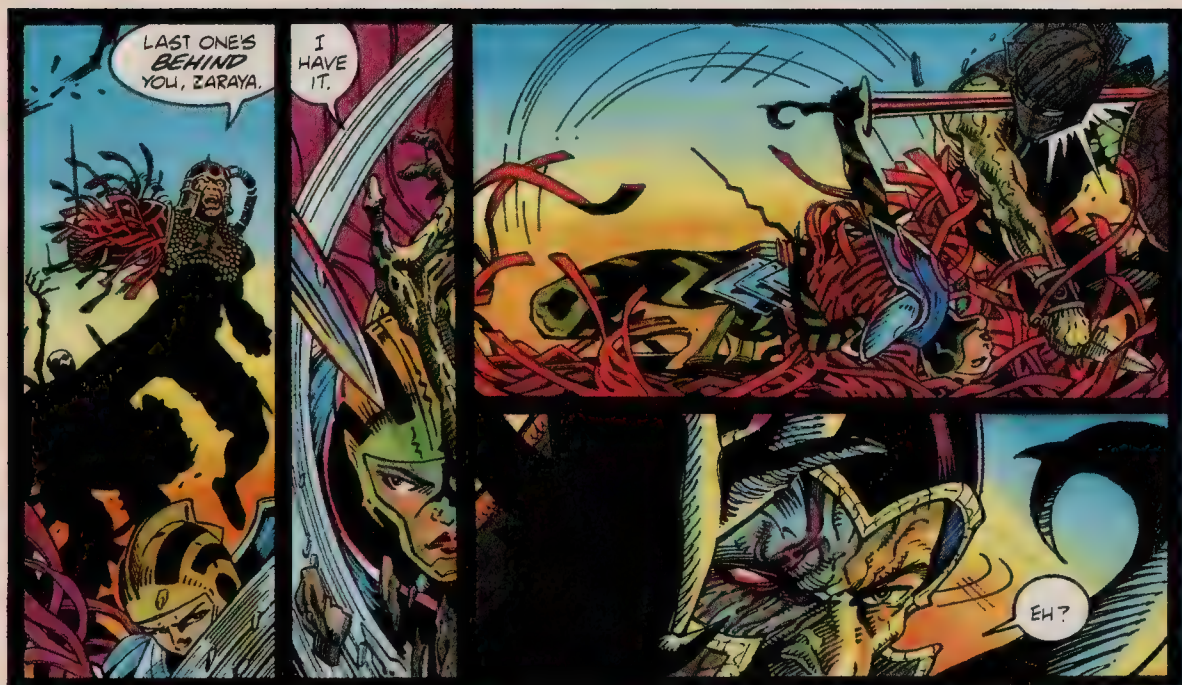
--THIS IS  
GOING TO BE  
MUCH WORSE!











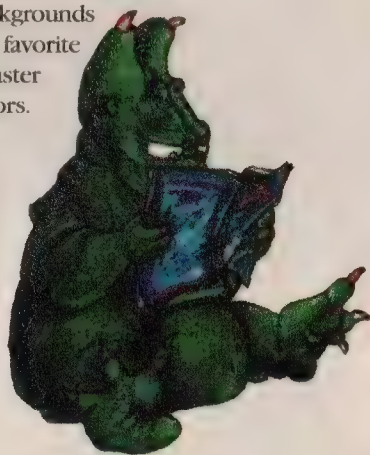


# ENTER THE WORLD OF DECKMASTER™

FROM THE HEIGHT OF THE ANTIQUITIES WAR TO THE DEPTHS OF THE ICE AGE,  
THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE



From the creators of Magic™ comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in Deckmaster news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the Magic world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite Deckmaster illustrators.



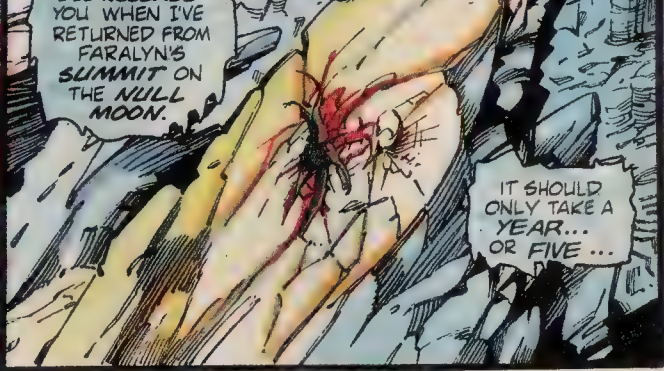
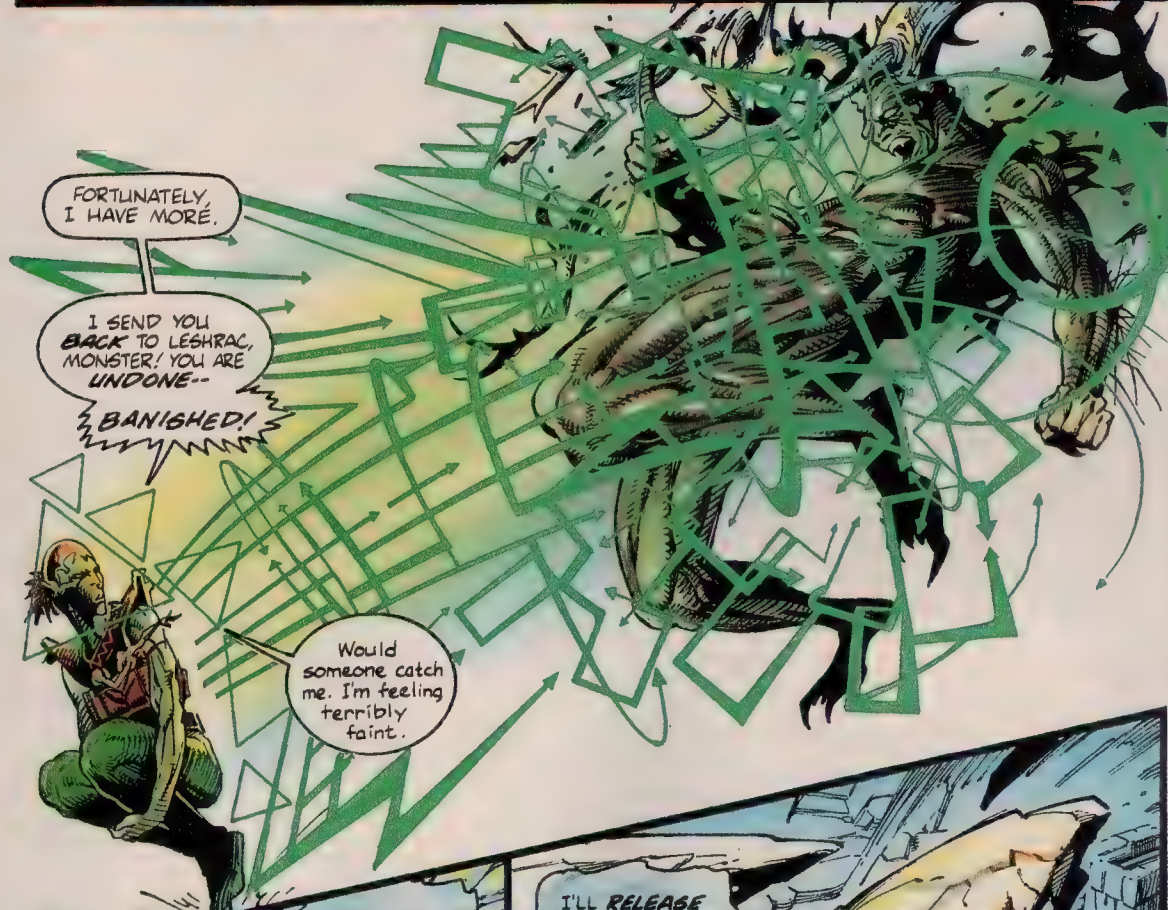
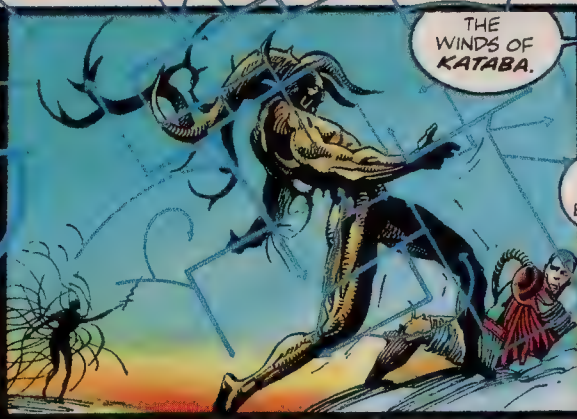
*The Duelist* offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of Deckmaster.



Magic: The Gathering, Deckmaster, and *The Duelist* are trademarks of Wizards of the Coast. Wizards of the Coast is a registered trademark. Backgrounds and illustrations (from left to right) by Melissa Benson, Drew Tucker, Quinton Hoover, Julie Baroh, and Ron Spencer, © 1995.









Later...

THE  
SALVE  
IS  
WORKING.

THE  
MARKED  
ONES  
HAVE  
MADE A  
FRIEND  
IN BOLAR.

BOLAR  
WAS VERY  
BRAVE.

ZARAYA... WITH YOUR  
LEAVE, I SHOULD LIKE  
TO RETIRE MY DUTY  
IN THE FIELD.

GREGOR DIED BECAUSE  
LIM-DUL PREYED UPON  
MY DEEPEST DESIRES--  
TO HAVE A HOME... A  
FAMILY.

I WILL PASS  
THE NOBLE NAME  
OF KJELD ON TO  
MY CHILDREN--  
WHO'LL MAKE  
THEIR OWN  
DECISIONS ABOUT  
JOINING THE  
ORDER.

YOU HAVE MY  
SYMPATHY--AND  
BLESSING, SIR  
ONALA.

SEVERIN WAS  
THE SMALLEST  
AND LIGHTEST  
IN OUR PARTY.

YOUR DECISION THAT HE GO LAST  
ON THE BRIDGE WAS... A SOUND ONE.

ONLY NOW CAN I SEE IT IN YOUR  
EYES-- YOU'LL BEAR THE PAIN OF THAT  
DECISION UNTIL THE DAY YOU DIE.

I'M...  
SORRY.

I'M  
SORRY  
TOO,  
KAILÓ.

MY VOWS TO THE ORDER AND  
TO OUR PEOPLE MUST STAND  
ABOVE MY PERSONAL  
DESIRES-- ABOVE EVEN BLOOD.

IT'S TOO BAD FOR  
US, YOU COULD NEVER  
ACCEPT THAT.



WITH **MANY THANKS**,  
THE MARKED ONES GIVE  
YOU THIS **REFLECTING**  
**STAR** - THAT IT MIGHT  
SERVE YOUR CAUSE.

THANK  
YOU,  
SHAMAN...

...A **GRACIOUS**  
GIFT FROM A  
**STALWART** PEOPLE.

Lazer still,  
under **Dominarias**  
**Null Moon**...

O **FREYALISE**,  
GODDESS OF THE LIVING  
WORLD-- OF ALL THAT **ONCE**  
AND WILL AGAIN  
BE GREEN...

...I GRANT  
YOU MY SWORD,  
MY **RIBBONS**, MY  
**SHINING RELICS**...  
BUT FOR ONLY  
**GUIDANCE**  
IN RETURN.

THOUGH  
**CENTURIES**  
HAVE PASSED,  
WE ARE STILL  
**LOCKED** IN ICE  
AND ENDLESS  
COLD.

WHY ARE WE  
STILL  
**PUNISHED**?

CAN  
WE EVER  
ATONE?

To be  
continued.



# KNIGHTHAWK

WINDJAMMER

LIMITED 6 ISSUE  
MINI-SERIES

NEAL ADAMS'  
KNIGHTHAWK

- NEAL ADAMS
- ERNESTO INFANTE
- PETER STONE
- RUDY NEBRES
- CORY / ZEEA
- VICTORIA ERSKINE

Let all who do  
not respect  
humanity  
enough...  
beware... the  
Knighthawk

NEAL ADAMS



# ICY MANIPULATIONS

ADDRESS ALL LETTERS TO:

**ICY MANIPULATIONS**  
Jeof Vita - Asst. Editor  
c/o ACCLAIM COMICS  
275 Seventh Avenue  
New York, N.Y. 10001

## JEOF VITA Asst. Editor

I have to hand it to all of you. You're definitely a hearty bunch! It seems

that not even the cold of the Ice Age was enough to keep you away. You've made **Ice Age** #1 an unqualified hit! On behalf of the entire **Ice Age** team, I'd like to thank you guys and gals for putting **Ice Age on the World of Magic: The Gathering** in the top twenty for the month of March! We couldn't have done it without you!

It looks like we're not the only ones who are pleased with the book. In a recent issue of Comic Shop News, comics reviewers Cliff Biggers and Brett Brooks had nothing but praise for the first issue. "If you ever enjoyed grand fantasy, you're going to love this book," says Cliff Biggers. Echoing his sentiments, Brett Brooks states, "Magic fans...are going to love the background into Dominia that is portrayed in this series. But, if you thought about skipping this just because you like the game, not the story, you're wrong. This is a good comic!" Other magazines are already preparing to feature **Magic: The Gathering** comics in their issues. Combo, Scrye and Inquest are gearing up for special articles on the comics and Comics America, a radio program out of Arizona, is set to do an interview with yours truly on the success of the game and the comics.

If you're just joining us, welcome to the **Ice Age**! Our goal with this and all of our **Magic: The Gathering** titles, is to introduce you to the fantastic world of Dominaria. On each page, we do our best to bring the heroes and villains, creatures and monsters, flora and fauna, to full color life. It's not enough for us to simply invite you in. We want to take you by the hand and walk with you as you explore the myriad lands that make up **Magic: The Gathering**. In fact, to help get you started, issues #1 and #2 of this series contain actual **Ice Age** cards that will introduce some of the more colorful characters that inhabit the frozen wastes.

Remember, there's still a contest going on. The writer of the best letter to **Icy Manipulations** will receive an original piece of art specially commissioned just for this contest. Rafael Kayanan is working up the piece as we speak, so get those letters in!

Now, it has come to our attention that some of the names, phrases, and terminology of the **Ice Age** tend to be a little exotic. In the interest of "editor/reader relations," we've put together this glossary and pronunciation guide to ease the transition into the **Ice Age**.

**Balduvia** (bal-DOO-vee-a): The vast planes to the west of the city of Kjeldor, where those who prefer to dwell in wilderness make their homes.

**Bolar** (BO-lar): An aspiring Planeswalker caught in the Shard, who has chosen to make his home on Dominaria.

**Carthalion** (kar-THAL-ee-an): A great lineage of men and women who have participated in many of Dominaria's major historic events.

**Dominaria** (do-mi-NAHR-ee-a): The planet on which most of our **Magic: The Gathering** stories take place.

**Dominia** (do-MIN-ee-a): The universe of **Magic: The Gathering**.

**Freyalise** (Fray-a-LEES): A Planeswalker, trapped in the Shard as a youth; she specialized in Red magic, but became inspired to switch to Green after her duel with Jason Carthalion in Storgard.

**Jason** (JAY-son): A young Carthalion, one of the last descendants of the proud family who battled for Mishra in the Antiquities War.

**Johtull Worm** (JOT-ul worm): Armored predator common to southern Terisiare during the Ice Age.

**Kallo** (KAY-low): Finest tracker in the Order of the Knights of Kjeldor; former lover of Sir Zaraya, father of Severin.

**Kjeld** (KELD): Family name of a long line of heroic survivors of the Ice Age; shortened from the name Kjeldos. The name of the royal family of Kjeldor.

**Kjeldor** (KELD-or): The great port city, located on the southeastern shore of Terisiare during the Ice Age, it was founded by an explorer who was a descendant of Oriel Kjeldos.

**Llm-Dul** (LIM-dool): A dark mage and willing pawn in Leshrac's sinister plans.

**Leshrac** (LESH-rak): An evil Planeswalker, trapped in the Shard, who seeks to unlock the secret of the Ice Age and conquer Dominaria.

**Mana** (MAN-a): The essence of magical power; the mystical energy which can be tapped and drawn from relics or one of the five lands (mountains, plains, swamps, forests, and islands).

**Miko** (MEE-koh): The king of Storgard, the mythical last empire in Terisiare to stand the initial onslaught of the Ice Age's cold.

**Oriel Kjeldos** (Or-ee-EL KEL-dos): A shaman who celebrated nature and green mana, she took Jason Carthalion as her ward after he lost his parents to the cold.

**Planeswalker** (PLAYNS-wok-er): Any being capable of traversing the multiverse of Dominia; usually a wielder of powerful relics and/or magical spells.

**Storgard** (STOR-gard): The mythical lost kingdom of Terisiare that inspired the construction of Kjeldor.

**Tapping** (TAP-ping): The act of mystically connecting with a relic or land, and drawing mana to be used to create various magical effects.

**Terisiare** (Ter-is-ee-ARE): The mythical continent upon which the Antiquities War was fought, and upon which the action in these pages takes place; for as yet unexplained reasons, Terisiare can no longer be found on the world of Dominaria.

**Tevesh Szat** (TEV-esh ZOT): An ancient Planeswalker who has vowed to use the freezing cold to wipe Dominaria clean all life.

**Zaraya** (Zayr-I-a): One of Kjeldor's most celebrated Knights, she led hundreds of missions of mercy and exploration, and helped to reunite the nation of Terisiare at the height of the Ice Age.



# Seer Analysis

## by Shawn F. Carnes

Hello once again, planeswalkers! This time around, we get to take a look at **Ice Age** #2, the continuing story of Dominaria as it emerges from the global freeze that crippled the world. In this issue, the noble Knights of Kjeldor run head-first into the necromantic might of Lim-dûl and his legions of the Undead. As always, I will cover the play-by-play and give the color commentary as it develops. So, without further delay... onward to mayhem!

First off, I want to draw attention to the parallels and contrasts between **Ice Age** and the preexisting versions of Magic: The Gathering™. A lot of the spells and items that one finds in this comic are probably new—at least until the **Ice Age** expansion deck is released this coming June. They have, however, their parallels within the original set of the cards. What the trick is here is that the **Ice Age** series is set chronologically before the original set is. Therefore, the spells and items prevalent in this time period are distant relatives of their original counterparts; they may have their similarities but they are unique in their own way. Now, is this a preview as to what is coming in **Ice Age**? Read the comic and judge for yourself.

Let's get to the beef of the story. Early on, we are introduced to Lim-dûl, the planeswalker who is the antagonist of our tale. From the spells he casts, he specializes in Black magic (hence his undead legions), but his skills also extend to Red (the **Pyro Blast** he used to bring down the **Silver Erne**). His specialty is Black, however, and that could be his weakness; as any player knows, specializing in one color may give you quick access to the spells, but it can shut you down all that much easier. Lim-dûl also seems to specialize in creature summoning and control; not only are his legions filled with the Black undead creatures prevalent in **Ice Age**, but he was able to drain the Silver Erne and use it for his own benefit. Creature decks in Magic are strong, no doubt, but a balanced deck can cope with the unexpected all that much better.

The last thing to touch on are a couple of interesting discoveries we can gather from reading the comic. In the midst of the important character and plot exposition before the big showdown, I think I caught wind of two cards from the Legends expansion deck of Magic: The Gathering. First, Leshrac's casting of the **Master of the Hunt** on Lim-dûl is a direct allusion to the currently very popular Legends card. Second, and even more incredible, the item that has kept the undead legions of Lim-dûl at bay is none other than the **Nova Pentacle**, a rare Legends card. What can be made of this? Incidentally, the **Healing Salve** which is used to clean the tribe's water supply can be found in the revised edition of Magic: The Gathering.

It just goes to show you, as with the game itself, a great deal of cross-over between card sets can be found throughout the **Ice Age** miniseries, as well as in other Magic comics we've seen. Remember that Legends was a set of cards that highlighted a time before the original Gathering set, just as **Ice Age** does. In fact, the time of Legends predates Fallen Empires, the Dark, and even Antiquities. If elements from Legends are emerging in the **Ice Age** storyline, you can bet there are some heavy duty reasons!

That does it for now; not a bad battle at the end, eh? That **Word of Undoing** spell Bolar cast on Lim-dûl is just like the original **Unsummon** in the Gathering deck, except that all White enchantments go back to the hand. The spell's combination with Sir Zaraya's **Katabatic Winds** provided a bofo banishing. But can you really keep a good villain down for long?

Until next time, happy hunting!

## NEXT ISSUE in ICE AGE on the World of MAGIC: THE GATHERING #3

The secret behind the **Ice Age** that grips Dominaria is revealed in this spectacular issue: several powerful Planewalkers who have been trapped in "The Shard" converge on one of the planet's two moons to determine the cause of this multi-planar cataclysm. As is bound to happen with Planeswalkers, a duel of epic proportions breaks out, featuring spells from **Antiquities**, **The Dark**, **Fallen Empires**, and **Ice Age**. This issue boasts a cover painting by Charles Vess, and a free set of **Creature Tokens** for use in your Magic: The Gathering game duels.

## ACCLAIM COMICS

**Steven J. Massarsky**

President/Publisher

**Bob Layton**

Senior V.P.

Editor-in-Chief

**Jon Hartz**

Senior VP

**Morton R. Nissen**

VP Operations

**Paul Fairchild**

Marketing Director

**Tony Bedard**

Executive Editor

**Brad L. Goldberg**

Circulation Manager

**Darren Sanchez**

Production Manager

**Rebecca Knaster**

Advertising/Sales

## ARMADA

**Jeffrey Artemis-Gómez**

Line Editor

**Jeofrey Vita**

Assistant Editor

**C.R. Lister**

Designer

**Kenn Bell**

**Scott Friedlander**

Computer Graphic Design

**Teresa Nielsen-Hayden**

**Sharon Claire Mitchell**

Story Consultants

## WIZARDS OF THE COAST

**Lisa Stevens**

VP New Business/Marketing

**Kevin Maples**

Armada Liaison

**Kathy Ice**

Consulting Story Editor

**Tom Wänerstrand**

**Anson Maddocks**

Consulting Graphics Editors

**Skaff Elias**

**Shawn Carnes**

Consulting Rules Editors

**MAGIC**  
The Gathering™

Created by  
**Richard Garfield**



# X-O<sup>TM</sup> HEATS UP!

RON  
MARZ  
BART  
SEARS  
ANDY  
SMITH  
RAY  
KRYSSING



VALIANT<sup>®</sup>



## BIRTH-QUAKE<sup>TM</sup> AFTERSHOCKS!

©1995 Acclaim Comics. X-O MANOWAR TM & ©1995 Acclaim Comics.





**TAKE THE LAW INTO YOUR OWN HANDS**  
**JUNE '95**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

GENESIS™ GAME GEAR™ GAME BOY™

**Acclaim**  
entertainment inc.

Call 1-800-771-3772 for Game Ratings.

JUDGE DREDD © 1995 Cinergi Pictures Entertainment Inc. and Cinergi Productions N.V. All rights reserved. © 1995 Egmont Foundation. All rights reserved. JUDGE DREDD™, and all names, characters and elements thereof are trademarks of Egmont Foundation. Licensed by Copyright Promotions International Limited and Surge Comic Properties, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All rights reserved.